Weaselhead Wetland Rummy

Print on card stock paper. Students draw and colour appropriate pictures for each card combination. Students cut cards out.

Rules of the Game

The game is best played with two to six players. The object of the game is to get a **run** of cards with the correct combination for a wetlands species. Each wetland species is found in a specific part of the wetland, has a specific form of locomotion, specific food and an interaction in the food web. There are 8 species which can form a run: Water Flea; Copepod; Scud; Mayfly Nymph; Dragonfly Nymph; Damselfly Nymph; Water Strider; Water Boatman.

The first dealer is chosen randomly, and the turn to deal rotates clockwise. Each player is dealt 5 cards. The cards are dealt one at a time, and after the deal, the next card is placed face up to start the discard pile, and the remainder of the deck is placed face down beside it to form the **stock**. The players look at and sort their cards.

Take turns in a clockwise rotation, beginning with the player to dealer's left.

Each turn consists of the following parts:

1. **The Draw**: You must begin by taking one card from either the top of the Stock pile or the top card on the discard pile, and adding it to your hand. The discard pile is face up, so you can see in advance what you are getting. The stock is face down, so if you choose to draw from the stock you do not see the card until after you have committed yourself to take it. If you draw from the stock, you add the card to your hand without showing it to the other players.
2. **The Discard**: At the end of your turn, one card must be discarded from your hand and placed on top of the discard pile face up. If you began your turn by picking up the top card of the discard pile you are not allowed to end that turn by discarding the same card, leaving the pile unchanged - you must discard a different card. You may however pick up the discard on one turn and discard that same card at a later turn. If you draw a card from the stock, it can be discarded on the same turn if you wish.

If the stock pile has run out and the next player does not want to take the discard, the discard pile is turned over, without shuffling, to form a new stock, and play continues.

A player wins an individual hand by having a valid wetland combination in their hand.

Animal	Where Found	Locomotion	Food	Interaction
Water Flea	All depths of the pond	Using an enlarged second pair of antennae they swim with darting movements	Algae, microscopic animals & organic debris	Eaten by small fish and carnivorous insects

Animal	Where Found	Locomotion	Food	Interaction
Copepod	Shallow and open water	Legs and first antennae propel them through the water	Microscopic plants, animals and debris	Eaten by fish, tadpoles, water fleas and aquatic insects

Animal	Where Found	Locomotion	Food	Interaction
Scud	Bottom of wetland	Using their legs which move in a blur	Browse on the film covering microscopic plants, animals & organic debris. Also scavenge	Eaten by trout & carnivorous insects

Animal	Where Found	Locomotion	Food	Interaction
Mayfly Nymph	Bottom of wetland	Varies – crawling, burrowing or swimming with undulating motions	Mostly plant material, sometimes tiny animals	Eaten by trout, dragonfly & stonefly nymphs & predacious diving beetle

Animal	Where Found	Locomotion	Food	Interaction
Dragonfly Nymph	Bottoms of ponds or on submerged plants and rocks	Mostly crawl, but can escape danger by taking water in their back-ends and expelling it for quick escape	Other insects, mainly mosquitoes, mayflies and small fish	Eaten by trout & birds

Animal	Where Found	Locomotion	Food	Interaction
Damselfly Nymph	Crawling on submerged plants	Crawling	Eat each other & other aquatic insects such as mosquito larvae and mayfly nymphs	Eaten by trout & birds

Animal	Where Found	Locomotion	Food	Interaction
Water Strider	Surface of the water	Supported by water tension they walk along the surface using a rowing motion	Feed on small insects that fall into the water and aquatic insects just below the surface	Eaten by predacious diving beetles

Animal	Where Found	Locomotion	Food	Interaction
Water Boatman	All depths of the pond, often clung to submerged vegetation	Using their hind, ore like legs they swim erratically. They can also fly	Eat algae & small animals	Eaten by trout & nymphs that eat other insects

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Wetland Species Combinations

Animal	Where Found	Locomotion	Food	Interaction
Water Flea	All depths of the pond	Using an enlarged second pair of antennae they swim with jerky movements	Algae, microscopic animals & organic debris	Eaten by small fish and carnivorous insects
Copepod	Shallow and open water	Legs and first antennae propel then through the water	Microscopic plants, animals and debris	Eaten by fish, tadpoles, water fleas and aquatic insects
Scud	Bottom of wetland	Using their legs which move in a blur	Browse on the film covering microscopic plants, animals & organic debris. Also scavenge	Eaten by trout & carnivorous insects
Mayfly Nymph	Bottom of wetland	Varies – crawling, burrowing or swimming with undulating motions	Mostly plant material, sometimes tiny animals	Eaten by trout, dragonfly & stonefly nymphs & predacious diving beetle
Dragonfly Nymph	Bottoms of ponds or on submerged plants and rocks	Mostly crawl, but can escape danger by taking water in their back-ends and expelling it for quick escape	Other insects, mainly mosquitoes, mayflies and small fish	Eaten by trout & birds
Damselfly Nymph	Crawling on submerged plants	Crawling	Eat each other & other aquatic insects such as mosquito larvae and mayfly nymphs	Eaten by trout & birds
Water Strider	Surface of the water	Supported by water tension they walk along the surface using a rowing motion	Feed on small insects that fall into the water and aquatic insects just below the surface	Eaten by predacious diving beetles
Water Boatman	All depths of the pond, often clung to submerged vegetation	Using their hind, ore like legs they swim erratically. They can also fly	Eat algae & small animals	Eaten by trout & nymphs that eat other insects